

Superheroes Book

Page 8

HERO POINTS (correction)

Stormbolt's hero points do not add up. Total should be 100, and Stormbolt should have additional problems to make up his hero points.

Page 10

RECHARGE RATE (change)

By resting, a superhero can recharge his energy during each action rank that he is not using a superpower or physically exerting himself.

(The recharge rate section actually should be on page 12, after the energy section.)

Page 13

MOVEMENT RATES (addition)

Normal movement for humans is 24 meters per melee round. This can vary, depending on STR and SIZ.

If the hero's SIZ as weight is more than 20 points higher than his STR, his movement is reduced by 6 meters per melee round for every excess 10 SIZ points or fraction thereof. Thus, if a character has 12 STR and 33 SIZ, his movement rate would be 18 meters per melee round. If his SIZ was 43, his movement would be 12 meters per melee round, and so forth. If his SIZ is 51 or more in excess of STR, he will not be able to move at all.

If the hero has Supermove, the power is similarly affected. At +21 SIZ, he gains 5 meters per action rank per level — instead of 6. At +31 SIZ he gains 4 meters per action rank per level instead of 6, etc. If the SIZ is +71, he gains 1 meter per action rank, and he always will gain at least this much.

This lack of movement is balanced against gains in movement from SIZ as height.

EFFECTS OF +20 STR OVER SIZ

Conversely, if the character's STR is more than 20 higher than his SIZ as weight, he gains 6 meters a melee round for every further +10 STR or fraction thereof over SIZ. Subtract any reduced movement from MicroSIZ from this addition. There is no increased benefit from Supermove for having excess STR over SIZ. This increase is in addition to gains in movement from SIZ as height.

ENERGY COST FOR GROUND MOVEMENT

Normal ground movement (without Supermove) costs 1 Energy point for every use in excess of a quatermove in an action rank.

Page 16

DELAYING TACTICS (change)

The use of an action may be delayed at user's discretion to any moment before the countdown reaches the delayer's next action rank.

Page 18

ACTION TIME TABLE (clarification)

If a flying character is maneuvering (doing anything but going in a straight line) while getting to his destination, he must use combat flight speed, and this counts as a semi-action. If he moves in a straight line and intends to do something else after he gets where he is going, he must use combat flight speed and it is a quatermove. He cannot both maneuver and perform a semi-action unless he uses only 1/4th of his combat speed while maneuvering.

ACTION TIME TABLE (addition)

MELEE ROUND

Heal

Mind Search

SEMI-ACTION

Animate

Emotion Control Attack

Empathy

Mental Control Attack

Mind Blast

Spot Weakness

Telepathy

QUARTERMOVE

Brace Against Knockback

Impersonate

Shape Change

INSTANTANEOUS

Dangersense

Force Field

Renew Emotion Control

Renew Mental Control

Renew Energy Field Formation

Page 20

DAMAGE RESULTING FROM THROWING

(change)

A thrown object does 1D6 kinetic damage for every 10 points of SIZ, plus the damage bonus of the thrower.

INFLUENCE OF SIZ AS HEIGHT ON DEFENSE, GROUND MOVEMENT, REACH

SIZ	Defense		M/AR	Reach	Hand-to-Hand	Visibility
	Range	H-to-H*				
-5	90%	45%	-11m	—	—	-90%
-4	80%	40%	-10m	—	—	-80%
-3	70%	35%	-9m	—	—	-70%
-2	60%	30%	-8m	—	—	-60%
-1	50%	25%	-7m	—	—	-50%
0	40%	20%	-6m	—	—	-40%
1	30%	15%	-5m	—	—	-30%
2	20%	10%	-4m	—	—	-20%
3	10%	05%	-3m	—	—	-10%
4	0%	0%	-2m	—	—	0%
5	0%	0%	-1m	—	—	0%
6 to 20	0%	0%	0m	—	—	0%
21 to 30	-05%	-05%	+2m	+1m	+05%	+05%
31 to 40	-10%	-10%	+4m	+2m	+10%	+10%
41 to 50	-15%	-15%	+6m	+3m	+15%	+15%
51 to 60	-20%	-20%	+8m	+4m	+20%	+20%
61 to 70	-25%	-25%	+10m	+5m	+25%	+25%
71 to 80	-30%	-30%	+12m	+6m	+30%	+30%
81 to 90	-35%	-35%	+14m	+7m	+35%	+35%
91 to 100	-40%	-40%	+16m	+8m	+40%	+40%
101 - 110	-45%	-45%	+18m	+9m	+45%	+45%
111 - 120	-50%	-50%	+20m	+10m	+50%	+50%
121 - 126	-55%	-55%	+22m	+11m	+50%	+55%

* H-to-H — Hand-to-Hand, referring to any attack done at touch range.

MOVEMENT SPEED TABLE

STR - SIZ (as weight)	M/MR	Supermove add	Standing Jump (hor.)	Running Jump (hor.)
-121	-48	+1m/ar	none	none
-111	-42	+1m/ar	none	none
-101	-36	+1m/ar	none	none
-91	-30	+1m/ar	none	none
-81	-24	+1m/ar	none	none
-71	-18	+1m/ar	none	none
-61	-12	+1m/ar	none	none
-51	-6	+2m/ar	none	none
-41	6	+3m/ar	none	none
-31	12	+4m/ar	none	none
-21	18	+5m/ar	none	none
-20 to -10	24	+6m/ar	none	none
-11 to 0	24	+6m/ar	1m	1.5m
0 to +10	24	+6m/ar	2m	3m
+11 to 20	24	+6m/ar	3m	4.5m
+21 to 30	30	+6m/ar	4m	6m
+31 to 40	36	+6m/ar	5m	7.5m
+41 to 50	42	+6m/ar	6m	9m
+51 to 60	48	+6m/ar	7m	10.5m
etc.	etc.	etc.	etc.	etc.

The damage bonus is reduced by 1D6 for every 10 meters of horizontal distance the object is thrown. Energy points for throwing the object are the same as for lifting it.

Page 21
IMPACT DAMAGE TABLE (clarification)
Round off values of SIZ and speed to the nearest entry on the table.

Page 24 (top)
BREAKING THINGS (replace text)
... before damage points are inflicted. If damage points exceed half the resistance of the material, half the total damage points are subtracted from the hit points of the object (which equal its SIZ). If the damage exceeds twice the resistance, then only the resistance points are subtracted from the damage before the damage to the object is calculated.

Page 25
HAND-TO-HAND (clarification)
Beginning percentage with a Fist is 50%, damage is 1D3. Beginning percentage with a Kick is 25%, damage is 1D6. Basic percentage with a Grapple is 25%.

Page 28
SMASH (addition, 4th and 5th paragraphs)
At the end of paragraph four, add: "The impacting hero takes half this damage." Replace the first line with: "When calculating impact damage, the SIZ of the smasher may be increased by 1 point"

Page 28
AURA ATTACK (clarification)
The hero may add his experience points, both used and unused, to the resistance chance.

Page 29
PARRY (clarification)
A parry may be done once per hero's action rank. If his action ranks are 15 and 5, and he parries on 13, he cannot parry again until after action rank 5 has passed.

Page 30
PREPARING FOR KNOCKBACK (change)
In the first paragraph, line 6, replace "STR" with "SIZ."

Page 30
DOUBLE KNOCKBACK (change)
In the second paragraph, line 5, replace "resistance" with "segment SIZ."

Page 32
GLOSSARY (change)
"No Time" should be "Instantaneous."

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Page 4
ABSORPTION (clarification)
PURCHASE RESTRICTION: This power only converts damage into energy or powers and characteristics which use energy at least every melee round. Thus, it cannot be used to enhance hit points or Armor, unless these powers are bought with the disadvantage of costing energy per melee round to use. Force Fields and Mind Block, which cost energy when they are assailed, count as using energy per action rank.

Absorption cannot be used to bring a character's powers over normal limitations. For instance, a POW 14 hero cannot have Absorption increase his Energy Projection past 7D6. A hero with STR+SIZ of 26 cannot use his Absorption and regular hero points to add more than 26 hero points of STR to his STR.

Page 6
ENERGY PROJECTION (addition)
Notes: Must specify energy type. Max is one-half POW.

Page 6
ILLUSION PROJECTION (change)
Notes: One level equals 3 SIZ points.

Page 6
DEFENSE (changes)
Hero points per level now 3. Notes: one level subtracts 5% from attack.

Page 6
EXTRA HIT POINTS (addition)
Notes: one level adds 2 hit points. Max is normal hit points.

Page 6
MIND BLOCK (change)
Hero points per level is now 1.

Page 6
DIMENSION SHIFT (change)
Energy cost per level: delete (A).

Page 6
SUPERSPEED and **SUPERSWIM** (clarification)
Delete repeated entries.

Page 7
ANIMATE (changes)
Hero points per level is now 1; energy cost per level is now 1 (MR).

Page 9
DARKNESS (addition)
Further levels each make two supersenses useless.

Page 9
DEFENSE (changes)
Level has 5% subtracted from attacker's chance to hit; hero point cost per level is now 3.

Page 9
DIMENSION SHIFT (changes)
Level now reads, "1 SIZ point shifted to other dimension. Additional levels add to SIZ points shifted, create a 1-meter radius, or increase the number of dimensions traveled to." Purchase restrictions now reads, "All uses of levels must be specified upon purchase." Energy cost now reads, "Levels over the SIZ points necessary to transport the hero may be used to transport other objects or persons. Any person or object within a Dimension Shift radius with a larger SIZ than the levels bought by the hero does not shift."

Page 11
ENERGY PROJECTION SPECIAL EFFECTS (change)
In the next-to-last paragraph, read ". . . the amount of projection is equal to the hero points in the projection."

Page 12
FLIGHT (additions)
In hero-point cost per level, read "% SIZ." Add

"Minimum of 1 per level." In energy cost per melee round, read "% SIZ." Add "Minimum of 1 energy point per level."

Page 14
GAS PROJECTION (clarification)
In game effects, read "The target must make a resistance roll based on his CON vs. the potency of the gas, or be affected by it. If the resistance roll is successful, there is no effect."

Resistance and Absorption may be purchased to specifically work against both gas and poisons.

Page 13
GIMMICK (correction)
In second paragraph of description, read "Gimmick may be used to create equipment that simulates superpowers. This equipment may be used by others either if the gimmick-creator does not use the gimmick points for something else, or if they have enough hero points in reserve to use it."

Page 14
GRAVITY PROJECTION (clarifications)
Like any other projection, the user has a 50% chance to hit which can be increased through experience or expenditure of hero points.

Combat skill abilities are only reduced once for increased or decreased weight, no matter how many times it is doubled or halved.

Page 15
ILLUSION PROJECTION (correction)
In the entry for level, change both SIZ point entries to 3.

An illusion that is normally visible is also visible to infrared, ultraviolet, X-ray, etc. If it has a touch component, then it is visible to radar, sonar, etc.

Page 15
INVISIBILITY (change)
Read ". . . in energy cost per level per melee round, the energy cost for the invisibility is equal to half the normal energy point cost of the power and all its advantages, even if the actual power has been bought with reduced energy."

Page 16
MARTIAL ARTS (change)
Replace the level effects to read, "Each level adds 1D6 to Fist, Kick, Grapple, and melee weapon attacks; each level subtracts 1D6 damage from any non-radius melee, missile, or projection attacks from a single source per hero's action if a Fist parry is made; each level subtracts 10% from any one attacker's chance to hit with all attacks in the hero's action rank; each level adds 10% to Fist attack and parry, to Kick, to Grapple, to melee weapon, and to Dodge."

Page 16
MIMIC (clarification)
Mimic cannot be used to increase a hero's powers or characteristics beyond that limited by his characteristics. For instance, if Mocker has a POW of 10, he cannot Mimic Captain Wonder's 6D6 Energy Projection. He can only Mimic 5D6 of it.

Page 18
MIND SEARCH (correction)
This power can be attempted once per melee round, not once per hour.

POISON (change)

The game effects of poison are the same as those for Gas Projection.

REDUCTION (replace entire entry)

Description: Temporary reduction of opponent's superpowers.

Game Effects: Projection with 50% chance of reducing hero points of a superpower.

Level: Reduces 2 hero points of superpower within 30 meters. Additional levels either affect 2 more hero points or increase projection range by 30 meters.

Purchase Restrictions: Maximum level of potency equals half the hero's POW. Levels used for potency and range, and type of superpower reduced, must be specified on purchase.

Commentary: Reduced powers regain one hero point per melee round. Reduction reduces natural characteristics (such as STR) and computed characteristics (such as Recharge) at the hero point purchase rate.

The negative balance of characteristics reduced below zero must be regained before the characteristic becomes positive. POW reduced to zero or below kills the victim. INT reduced to zero makes the victim an instinct-motivated animal until he regains the INT points. Reduced CON and SIZ affect computed characteristics (hit points, etc.) while reduced STR and DEX limit the hero's physical abilities.

Reduction of hit points cannot kill the target, even though his negative balance drops below his CON.

Reduction does not work through a force field, but Reduction either can be bought to work on all forcefields, or work on all protection types from a particular source, such as all magical protections, including forcefields.

Reduction is a transformation attack, and Absorption of or Resistance to transformations protects against it.

RESISTANCE (replace four entries)

Game Effects: Ignores damage of less than half the points of Resistance; reduces it if it is greater.

Level: 5 points of Resistance vs. particular attack type.

Purchase Restrictions: Attack type resisted must be specified (energy type, gas or poison, mental attacks, or transformations such as Reduction).

Commentary: If damage received is less than half the Resistance points, no damage is taken; if more than half and less than twice, half the damage is taken; if more than twice, then the damage minus the points of Resistance is taken.

Knockback still occurs based on the whole damage.

Resistance works after Force Field, Absorption, and Armor.

SIDEKICK (clarifications)

The sidekick's characteristics may be increased to the maximum possible for the hero. Thus, a hero with an INT of 18 could bring his INT up to 24, and therefore his Sidekick would have a maximum INT of 24.

Sidekicks may not use their points to buy more sidekicks or gimmick points.

SNARE (changes and additions)

Game Effects: Target is effectively trapped, immobile, and helpless until the snare is destroyed by the victim or by someone else.

Level: 50% chance to entrap a target within 30 meters with an entrapping force of 1D6 strength.

Purchase Restrictions: None.

Commentary: in the third paragraph, insert a new second sentence, "The victim cannot use any weapon longer than his finger with which to damage the snare."

Replace the final paragraph with the following: "Breakout from multiple snares requires a successful destruction of each one. If damage is left over after one layer of Snare is destroyed, the remaining damage may be applied to the resistance and SIZ of the next layer.

MICRO SIZ (replacement)

The second paragraph of the commentary should read, "For each point of SIZ (as height) under 4, he is 10% harder to hit with range attacks, 5% harder to hit with hand-to-hand attacks, and 10% harder to see with Spot Hidden or Observation.

TELEPORT (additional commentary)

A level of Teleport may be bought solely to allow the user to teleport anyone within 1 meter radius of the user, as long as the SIZ of each of the other teleportees is within the SIZ limits of the teleport power of the user. Thus, if Dimension Man has 14 levels of Teleport, plus 2 levels of Radius Effect Teleport, he can Teleport anyone or anything within a 2 meter radius of himself which has a SIZ of 14 or less. He cannot discriminate between those within the radius he wants to teleport and those he doesn't, though he can limit the radius of the teleport circle.

Energy cost is for all SIZ points moved. In the above example, if there were two people of SIZ 13 and one of SIZ 10 within the radius, the E cost would be 14 for D-Man, and 36 more for his passengers, a total of 50 E points.

Level effects for radius use must be specified when purchased. Other effects may be specified at time of use.

Teleport will not take a hero into a solid object. He will appear as close to the object as possible on a line drawn from his starting place to the point he would have appeared if clear space was present.

IMPALING (replace entries)

Description: Ability to do extra damage on a particularly good hit.

Game Effects: If an attack is a special success, it is an impale. The dice of damage for the levels it is bought for are rolled twice.

Level: Normal special roll chance of an impale with one level of the projection. Additional levels raise special roll chance by another 20% of the normal chance to hit. Five levels can be bought to ensure an automatic impale with every hit of that level of projection.

Purchase Restrictions: Maximum number of damage producing levels it may be bought for is 1/4 the POW of the user.

POWER TRANSFER (replace in entirety)

Description: Allows another to use one's powers.

Game Effects: Allows one other the ability to use the power.

Level: 50% chance to hit a target within 30 meters and allow him to use one level of the power. Hero Point Cost Per Level: Equal to the cost of the power.

Energy Cost: Equal to the normal energy cost for the power. If it has no energy cost, Transfer cost 1 E per hero point transferred per melee round.

Commentary: The target must be willing to receive the power.

RADIUS EFFECT (replace entries)

Game Effects: Allows a projection or other power to affect everything in an area rather than a single target.

Level: 2-meter radius for 1 level of a power.

RAPIDFIRE (replace entries)

Level: Up to 9 additional attacks for 1 level of the projection.

Energy Cost: None. Each Shot has normal E cost.

SIMULTANEOUS ATTACKS (replace entries)

Level: One additional attack per level of damage of an attack.

Commentary: This allows the power it is bought for to be used with any other offensive power. However, the cost may be reduced to 2 by limiting it to simultaneous use only with a specific power. For the same cost, it can be bought to allow two attacks at full ability with the same power.

Targets may be different.

SKILLS (clarification)

If buying a skill through Previous Experience, the level increase is based on the original rolled characteristic. If buying with regular hero points, the level increase is based on the final characteristic.

SKILLS LIST (addition)

Skill	Base Chance	Level Increase
Fist	50%	05%
Grapple	25%	05%
Kick	25%	05%
Smash	25%	05%

SPOT WEAKNESS (changes)

Replace game effects entry with the following: "Chance of attack ignoring Armor and Force Field. If target's Absorption and/or Resistance has the Failure Chance or Vulnerable Device Disadvantage, they may also be ignored.

Commentary: Change first line of commentary text to read, "This skill takes one semi-action to accomplish." In the example, Mighty Mauler should have 20 points of kinetic Armor, not 12.

POWER DISADVANTAGES TABLE

Burnout Chance hero point bonus should be 2 per 1% chance. Failure Chance hero point bonus should be 1 per 1% chance.

ACTION RANK DELAY (replace entries)

Description: Simulates powers that do not

work immediately after activation.
Level: One of the hero's action ranks.

Page 35

BURNOUT CHANCE (replace entries)

Level: 1% burnout chance.

Hero Point Gain Per Level: 1% of original cost of power.

Page 38

ENERGY LIMIT (replace entries)

Description: Not having enough energy to support all the powers the hero wants to use.

Level: 1 point of energy unavailable.

Hero Point Gain Per Level: 1.

Page 39

PSYCHOLOGICAL PROBLEM (replace entries)

Purchase Restrictions: 30 point limit for total problems.

Hero Point Gain: 10 if inciting incident is common, and 5 if it is uncommon. Add 5 if the reaction is to go berserk or comatose.

Page 39

SPECIAL VULNERABILITY (replace entry)

Hero Point Gain Per Level: For energy point loss, 1 if the substance is very rare (glowing meteors), 2 if the substance is reasonably common (moonless nights, underwater, etc.), and 3 if it is very common (daylight, normal atmosphere, etc.).

For hit point loss, double above amounts.



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Page 19

BLACKFLASH (correction)

Blackflash's Teleport move is 3000; his Teleport Level is 28, the energy cost is 14, and the hero point cost is 28.

Page 23

MIGHTY MAULER (corrections)

His Armor has 20K. For his Fist and Grapple, his Level is 20 and his hero point cost is 20.

Page 29

BRAINWAVE (addition)

He also has Gimmick Points, of level 60, for 180 hero points.

Page 29

CEREBELLA (corrections)

Her energy supply is +240, and the level and hero points cost for that are each 24. She has MindBlock, not Mindlock. Her Teleport is for level 20, energy cost of 7, and hero point cost of 20.

Page 37

LEVIATHAN (correction)

Leviathan should not get Conditional Use bonus for having increased SIZ only when a giant, though getting the bonus for the STR is legitimate. Find him a 2-point handicap (Bad Habit: always believes Poltergeist).
